

LOS ANGELES ATARI® COMPUTER ENTHUSIASTS

NEWSLETTER

VOL. 8 NO. 11

NOVEMBER

November Meeting Schedule

General Meeting: Wed Nov 4th 7:00 PM
Granada Hills High School

ST Sig Meeting: Tues Nov 17th 7:00 PM
Mercury Savings and Loan

Future Meetings

	General	ST Sig
Nov	Wed 4	Tues 17
Dec	Tues 1	Tues 15
Jan	Tues x	Tues xx

HELP
GET ME OUT OF THIS
NEWSLETTER BY WRITING
AN ARTICLE

Tell A Friend

For each new membership you bring into LA-ACE you will earn \$5.00 credit towards your membership renewal plus the new member will receive 4 door prize tickets free.

Meeting Agenda Elections Comdex Report

Due to an overlook on our editors part we inadvertently left out the credits for the cutout Atari ST in our September newsletter. This was a reprint from SDACE newsletter. Thank you for bringing this to our attention.

Door Prizes:

Too many to mention here,
so
come and see
and buy tickets
and win
and enjoy
or else

LA ACE would like to welcome
Octobers New Members
Richard Parker
T. Leutzinger

LA ACE would like to welcome back the
following members:

L 'Jay' Barnum	W Frost
James Garvey	Richard Miller
Mark Ostrove	Paul Savage
W. Fred + Diana Gabuesch	
Don + Ivy-Carol Christensen	

DISK OF THE MONTH
8-bit
by Wayne Habberstad
LA-ACE

The November Disk of the Month will feature an advanced paint program that is easy to use. This program Micropaint Artist allows you to use a joystick to draw, pick colors and patterns, and do detailed work in a closeup mode. Micropaint Artist uses Graphics mode 7 1/2 (the 4 color 160x192 pixel mode) and uses Micropainter format for saving pictures on disk.

The Disk of the Month will be available at the November meeting for \$4.00. Other new Public Domain disks will be also available at the meeting.

Disk of the Month
16-bit
Tim Laren
LA ACE

A disk with several Spectrum pictures and the Spectrum Slide Show will be available at the November meeting.

Spectrum Slide Show is a 'typical' slide show program that allows you ST to display pictures. (Spectrum Pictures) The real difference is Spectrum pictures have a possible 512 colors on the screen in a single picture, not the standard 4 or 16 colors.

Most of the Spectrum pictures we have are digitized and very realistic looking. The shading and color blending is out of this world. Seeing is believing.

The actual program to generate these pictures is available from Antic Software.

LA-ACE Newsletter

This newsletter is written and printed by the members of the Los Angeles Atari Computer Enthusiasts, an association of individuals with a common interest, using and programming Atari Computers. This group is not affiliated with Atari Corporation nor with any other commercially oriented organization. Any logos, trademarks or company names are used with permission or as an informal method of referring to a product or company.

Opinions expressed in this publication are those of the author and do not necessarily represent the opinion of LA-ACE.

LA-ACE Membership
 12 month membership fees:
 Individual \$20.00
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Individual and family membership includes subscription to this newsletter, membership access to the LA-ACE BBS, and access to the general meetings. Associate membership includes access to LA-ACE BBS only.

LA-ACE Meetings

The General Meetings are held on the first Tuesday of the month at 7:00pm unless otherwise posted in this newsletter. All other Special Interest Group meetings (SIGs) times will be posted in this newsletter.

Advertising

This newsletter is supported through the members of LA-ACE and its supporters. All advertisements must be submitted, camera-ready and paid in full, no later than the first Saturday following the General Meeting. There are discount for long term or consecutive advertisements.

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Michele Rose

LA ACE Meeting Notes

(1) _____
by (2) _____

(3)

(4)

(5)

(6)

Instructions:

by Tim Laren

LA ACE

It's simple, follow the numbers and fill in the blanks. Here are some examples of what to put where. These are just ideas and do not have to be followed exactly.

(1) Month: This is the month of the meeting you are taking notes for. IE August for the month of August.

(2) Your name: This is actually a tricky one. I will not give an example but rather let you try different things till you find something you like.

(3) Introduction: This section can contain information about yourself, the club, or the weather. It should have some references to other items brought up in the remainder of your article but this is not required.

(4) Item of Interest: In the 'Item of Interest' you must put some description or explanation of something that may be an 'Item of Interest' to someone. (Maybe even something that happened at the meeting.)

(5) Humor. (This section is optional, but recommended.) Here is where you find who reads the newsletter and who leave it sitting around till after the next meeting. This may even be the place to put your favorite recipe. (Someone may think it's a joke and have a good laugh.)

(6) Summary: Here is where you tell everyone you are finished. You can also ask forgiveness for poor typing or inaccurate spelling. You also can include some references to how much time you spent writing your article but this is not recommended, people may think it's another joke and keep looking frantically for the next page of your article.

Someone to help and take notes at the meeting is needed. Please call (818) 366-3817 and ask for Tim.

THE XE VIDEGAME SYSTEM
by Wayne Habberstad
LA-ACE

According to Neil Harris of Atari Corp., the 65XE and the 130XE have sold poorly lately while the 2600 and 7800 videogame units have sold very well.

So Atari Corp. has introduced a new videogame version of the 65XE. Known as the XE Game System (XEGS), it was shown at the Glendale Atari Faire in its final version.

The XEGS has all the features of the 65XE, but it comes in a case designed to appeal to computer-phobic dealers and customers by looking like a videogame machine. To enhance the videogame appearance of the XEGS, the unit has the cartridge slot on top, and it has the START, SELECT, OPTION, and RESET keys as pastel colored round buttons designed to appeal to children. Also the keyboard can be detached from the main unit to increase the videogame appearance of the XEGS.

To complete the videogame image of the XEGS, the unit comes with a gun that can be used to shoot objects on the screen. This gun, the XGI, plugs into the joystick port of any Atari 8-bit machine, and, with appropriate software, uses its light pen reading capabilities.

An example of a game that uses the XGI is Bughunt, a game that comes bundled with the XEGS. This simple target practice game consists of large bugs appearing on the screen, waiting to be shot with the gun. Other games bundled with the videogame are Flight Simulator II and Missile Command.

The XEGS was being shipped from Taiwan at the time of the Faire, and it should be available in stores by the time you read this article.

Also one of these machines will be given away at our December meeting to some lucky club member.

ATTENTION 130XE OWNERS
by Wayne Habberstad
LA-ACE

Those of you who have read my article "Coldstarting Can Help Your Computer Live a Longer Life" (which appeared in the March and October 1987 issues of the LA-ACE newsletter), and have used the information to preserve the contents of the 130XE's ramdisk during a coldstart may have noticed that the ramdisk becomes inaccessible after using the RESET button.

The way to prevent this--after you have coldstarted the computer and POKEd 5439,56--is to POKE 1802,131 and press RESET. This will prevent future uses of RESET from blocking access to the ramdisk.

If you need to have BASIC disabled after the coldstart then you must do this: enable BASIC when you coldstart the computer, do the above POKes, and then disable BASIC.

POKE 1016,1 and press RESET to disable BASIC. The DOS menu will come up, and if you try to use option "B" (go to cartridge) DOS will tell you there is no cartridge.

Editors Note:

Any other helpful tricks or tips are needed by the other users of our club. If you have any, please send to:

LA ACE
P.O.Box 7752
Van Nuys, CA 91409

or upload to our bbs at:

(818) 700-1652

LA-ACE BBS: An Update

by Rich Monosson

LA ACE

In the two months since my last installment I have spent what available time I have had on the download section of the BBS and experimenting on and then installing a games section.

The download section originally came with just three categories: Games, Communications and Utilities. I have added the categories of Demos, Music, Graphics, Application, Educational, Print Shop, Zmag, Text/Docs and Midi. Although there are not many files yet this allows for the easy categorization of new files into the appropriate niche. I have similarly expanded the original language descriptors, from eight to more than 20 languages.

Although this work may seem a bit premature considering the number of files currently in the download base now, all this will eventually lead to a rather descriptive download listing. Check it out. You will see what files there are have very clean descriptions.

Also, the vast majority of uploaded files have text descriptions in the New Upload data base. The system not only prompts for Filename, language and file type, but also automatically asks for a description of the file and creates a message from it. The message is placed in E-mail to me and then I can transfer the message to the New Upload base and make the download available to the users in about two minutes. This system provides the user with one more nicety--you can do a 'quick download' from the message that describes the file.

I have also finally figured out how to get online games going. Right now there are only two, neither are particularly stimulating, but they exist and will allow me to add more and better games as I can get hold of them. One clue--top exit Eliza, type 'bye'.

A nice feature discovered while using the system is interruptible menu commands. This means that if you know what command you want and enter it before the menu is finished printing to your screen, the menu will stop printing and the system will go where you have just requested.

One of my next projects will be to reorganize the database from the old FoReM we were running. There is a lot of good information in there and should be available online in a couple of weeks.

Wayne Habberstad, our LA-ACE 8-bit disk librarian has provided me with a couple disks of text files from the old FoReM. These files are now available in the download section of the BBS. We expect that Wayne will be able to provide us with rest of the viable files from the old BBS soon. There are some new and interesting uploads also you may want to check out.

Members of LA-ACE who want higher access should leave me a message with your name, password and phone number. The system allows me to let only certain security levels online during certain hours. So in the future, we may have members-only hours to make it easier for you to get online.

The documentation that came with the BBS left a lot to be desired. The Help BBS that was supposed to fill in the gaps is no longer in service, but I have been able to track down another BBS that will provide support for OASIS while the author of OASIS and the sysop of Help BBS relocates. Unfortunately, this support is in Boston. The good news is that it is PC Pursuitable.

All this takes time. So be patient....

Stay tuned next month folks for another in a series of "An OASIS in any Desert? or How the Hard Disk turns. By the way, the number of the BBS is 818-700-1652.

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Article 5228 of comp.sys.atari.st:
 Path: elroyclit-vaxloberonibloom-beaconl
 husc6linecmtclameslucbcadlucbvaxl
 SYSD.SALFORD.AC.UK:KEITH
 From: KEITH@SYSD.SALFORD.AC.UK
 (Keith Wolstenholme)
 Newsgroups: comp.sys.atari.st
 Subject: Atari Transputer Info
 Message-ID: <KWFFSA.011087@SALF.D>
 Date: 1 Oct 87 09:18:26 GMT
 Sender: daemon@ucbvax.BERKELEY.EDU
 Distribution: world
 Organization: The ARPA Internet
 Lines: 48

The current issue of Personal Computer World (the nearest thing the UK to Byte) contains more info on the Atari/Perihellon Transputer development. Apparently, Atari actually arranged for Guy Kewney to meet with Perihellon I

Briefly, a Transputer is a 32 bit microprocessor designed by the UI company, Inmos. It has two especially important features:

- It uses a reduced (fast) instruction set (RISC technology)
- It was designed to easily interwork, in parallel, with other Transputers

The T800 version of the Transputer also contains a floating point processor (I believe, working in parallel with the main processor) and 4 Kbytes of very fast on chip memory.

There is an "official" contract between Atari and Perihellon, no details of this are forthcoming but the gist of it is that Atari has the rights to the machine and Perihellon retain rights to the Helios operating system. Atari will then license Helios from Perihellon.

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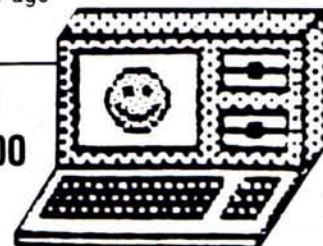
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The machine is to be provided as an upgrade to the ST and as a stand-alone box about the size of a Mega-ST. The PCW coverage is claiming the single Transputer machine will be 10 times as powerful as an IBM AT (more if measuring floating point operations).

"The key aim will be to make genuine animation possible at very high resolution" (Whatever that means I).

The system will support probably the most important feature of the Transputer, that is you will be able to add additional Transputers either as a LAN of Atari Transputer systems, or as a multi-processor machine.

The PCW writer expects "1 Mbyte of screen memory driven by a bit blitter, and 4 Mbytes of system memory, upgradeable to 64 Mbytes" (he infers that this capacity will be supported in the system box I)

Finally, he reports that Atari are planning to run a seminar (where?) towards the end of the year explaining in detail what the machine will do and how to exploit it.

As to the aim of pricing this machine at around 1000 pounds (\$1600), another article I have seen makes me believe that this might be possible sometime in '88. A Transputer board (20MHz T800, 2Mbytes memory, Occam compiler) is being introduced by a company called "Microway" in September, price 1750 pounds. With the bulk-buying power of Atari, who knows?

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HEADLINES

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Pictured here is a version of what the new Easy-Draw Supercharger can do! The photograph was scanned at 1500P, loaded into Easy-Draw and printed at 300 DPI on the HP Series 8 laser printer.

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Continued on page 4

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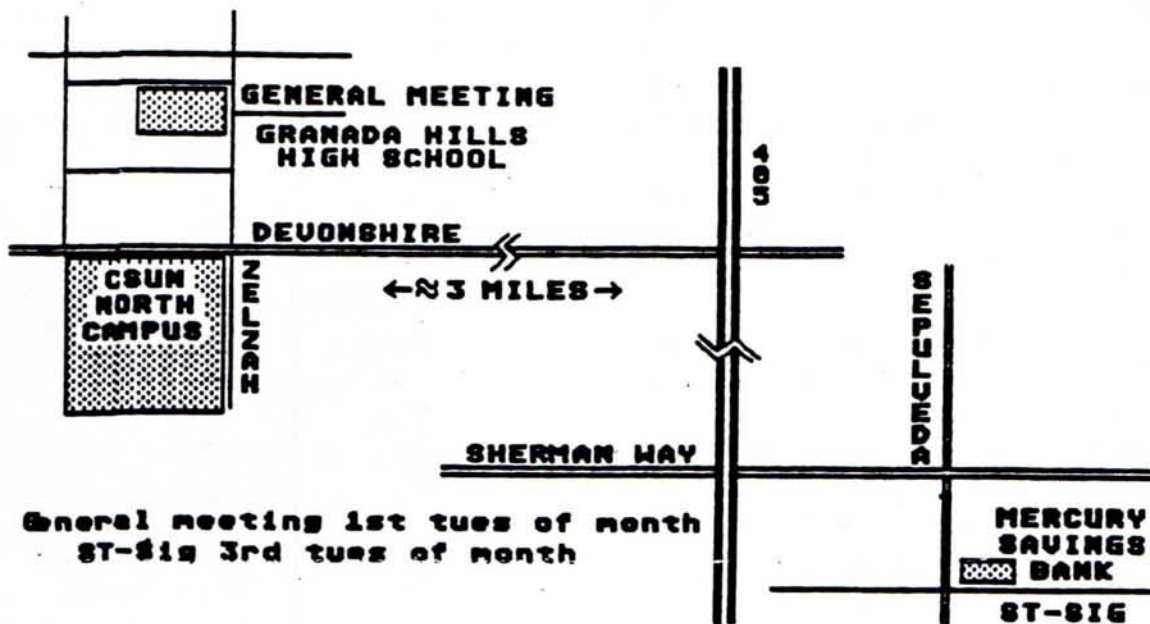
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